PATENT APPLICATION FEE DETERMINATION RECORD Effective November 10, 1998

Application or Docket Number

09/47/669

CLAIMS AS FILED - PART I (Column 1) (Column 2)							SMALL ENTITY TYPE ()		OTHER THAN	
FOR			ER FILED	NUMBER	NUMBER EXTRA		FEE]	RATE	FEE
ВА	SIC FEE	500	·			4.70.35	380.00	OR		760.00
TC	TAL CLAIMS	33	6 minus	20= - 31/2	·	X\$ 9=		OR	X\$18=	5688
INE	EPENDENT CI	AIMS 0	minus	3= 6		X39=		OR	X78=	468
MULTIPLE DEPENDENT CLAIM PRESENT						+130=		OR	+260=	260
* If the difference in column 1 is less than zero, enter "0" in column 2								OR	TOTAL	7176
CLAIMS AS AMENDED - PART II (Column 1) (Column 2) (Column 3)							LENTITY	OR	OTHER SMALL	
AMENDMENT A		CLAIMS REMAINING AFTER AMENDMENT		HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA	RATE	ADDI- TIONAL FEE		RATE	ADDI- TIONAL FEE
	Total	.289	Minus	* 336	=	X\$ 9=		OR	X\$18=	
	Independent	*	Minus	*** 9	=	. X39=		OR	X78=	
`	FIRST PRESE	NTATION OF M	ULTIPLE DEI	PENDENT CLAIM		+130=		OR	+260=	
	•						L F	OR	TOTAL ADDIT, FEE	-
(Column 1) (Column 2) (Column 3)						ADDIT. FE				
AMENDMENT B		CLAIMS REMAINING AFTER AMENDMENT		HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA	RATE	ADDI- TIONAL FEE		RATE	ADDI- TIONAL FEE
	Total		Minus	** 300	= Ø	X\$ 9=		OR	X\$18=	
ME	Independent		Minus	*** *	= <i>D</i>	X39=		OR	X78=	
_	FIRST PRESE	NTATION OF M	IULTIPLE DEI	PENDENT CLAIM		+130=		OR	+260=	_
						TOTA	3	OR	YOTAL ADDIT, FEE	
		(Column 1)		(Column 2)	(Column 3)					
AMENDMENT C		CLAIMS REMAINING AFTER AMENDMENT		HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA	RATE	ADDI- TIONAL FEE		RATE	ADDI- TIONAL FEE
NO.	Total	*	Minus	**	8	X\$ 9=		OR	X\$18=	
AME	Independent .	*	Minus	***	=	X39=		OR	X78=	
	FIRST PRESE	+130=			+260=					
* If the entry in column 1 is less than the entry in column 2, write "0" in column 3.								OR	TOTAL	
and the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20." ADDIT. FEE										
The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.										